

TOM CLANCY'S

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XBOX

LIVE

ONLINE ENABLED

TOM CLANCY'S

RAINBOW SIX LOCKDOWN

UBISOFT



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause.

Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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SETTING UP THE XBOX VIDEO GAME SYSTEM AND TOM CLANCY'S RAINBOW SIX LOCKDOWN™

- 1 Follow the instructions for setting up the Xbox video game system that came with your system.
 - 2 Make sure the Xbox Controller is attached to the Xbox video game system.
 - 3 Turn on the Xbox video game system by pressing the power button.
 - 4 Insert the Tom Clancy's Rainbow Six Lockdown disc to the tray with the label side up, and then close the tray.
 - 5 Follow the instructions you see on screen.
 - 6 You are ready to start playing. Refer to onscreen help or refer to this manual for more information about playing Tom Clancy's Rainbow Six Lockdown.
- You are now ready to play Tom Clancy's Rainbow Six Lockdown.

Xbox Live™

Take Tom Clancy's Rainbow Six Lockdown™ Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time while you play.

Downloadable Rainbow Six Lockdown Content

If you are an Xbox Live subscriber, you can download the very latest content (such as new levels, missions, weapons, and more) to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for more information about connecting to Xbox Live, see www.xbox.com/connect and select your country.



GAME CONTROLS

You can select the control settings that best suit you via the Controller option in the Options menu. The default settings for the controller appear below.





USER PROFILES

When you start Lockdown for the first time, the game prompts you to enter a user profile under which the game will store your options, saved campaigns, and multiplayer match settings. This allows each player who plays on the Xbox console to instantly access his settings and saved games by simply choosing his profile. To enter a name using the rotary typewriter, use the left thumbstick.

QUICK START

Menus are navigated using the left thumbstick or D-pad. Choices are confirmed by pressing the **A** button.

Starting a Campaign

1. Select Single-Player from the Main Menu.
2. Select Campaign in the Single-Player menu.
3. Select the difficulty of the campaign – Normal or Elite – to proceed to the Briefing screen.

Starting a Custom or Practice Mission

1. Select Single-Player from the Main Menu.
2. Select Custom Mission from the Single-Player menu.
3. Select game type by choosing Practice, Terrorist Hunt, Lone Rush, or Sniper Game.
4. Select a mission from the map list.

Starting a Split-Screen Game

1. Select Multiplayer from the Main Menu.
2. Select Split-Screen from the Multiplayer menu.
3. Select game type by choosing Practice or Terrorist Hunt.
4. Select a mission from the map list.
5. Choose the two controllers for your split-screen game session.
6. Choose characters and equipment and set options for your split-screen game session.
7. Select Ready to enter the game.



Starting a System Link Game

1. Press the **START** button.
2. Select Multiplayer on the Main Menu.
3. Select System Link from the Multiplayer menu.
4. Create a match by pressing the **Y** button or select a match from the list.
5. Set the basic match settings and then select Next.
6. Select a map and adjust the match settings.
7. Your match is now up and can be joined by anyone connected to your Xbox via an Xbox System Link Cable.
8. Start the game by selecting Launch from the Match menu.

Starting an Xbox Live Game

1. Select Multiplayer from the Main Menu.
2. Select Xbox Live from the Multiplayer menu.
3. Select your Xbox Live account.
4. Select Create Match
5. Select the match type from the Xbox Live menu.
6. Set the basic match settings and then select Accept.
7. Select Match Option and set the advanced match settings.
8. Your match is now up and can be joined by anyone connected to Xbox Live.

INTRODUCTION

Under cover of an attempted coup in South Africa, a well-armed band of terrorists has seized an engineered virus called Legion. Developed illegally, Legion is the ultimate weapon of terror, a man-made plague that strikes quickly and leaves no survivors. With the terrorists' intentions and target unknown, elite counter-terror organization Rainbow must find the terrorists, uncover their target, and stop them before Legion is turned loose.

Overview

Lockdown contains 14 missions linked to form a single campaign. The action gets intense, and with "one-shot, one-kill lethality," the real world is extremely unforgiving. As you progress through the game and your skills sharpen, so will those of your enemies. Eventually, they will use your own tactics against you.

In Lockdown, you play as the team leader Domingo "Ding" Chavez and the sniper Dieter Weber.

Ding leads one of the two teams in the elite counter-terrorist task force Rainbow. In each mission Ding leads an element of three other operatives. The element is predetermined and essential for the success of your mission as you move through tight corridors, clear rooms, and cross streets and city squares. During some parts of the campaign, the team element will have to rely on sniper cover for their safety. This is where Weber, the team sniper, comes in. As Weber, you will cover the team's infiltration and exfiltration during certain missions. You will be responsible for covering the team element as they either move into or pull out of the target area.

Remember, when Rainbow gets called in, it's because innocent life is in danger and all other options have been exhausted. You do not negotiate with terror – you destroy it!



Domingo "Ding" Chavez

Lead Field Operative

ID: RCT0047-X0566

Date of Birth: 1/12/68

Nationality: American

Born in Los Angeles, California. As an adolescent, Ding became involved with street gangs, but after a close friend was murdered in a gang-related drive-by shooting, Ding joined the U.S. Army. He rose to the rank of Staff Sergeant before being recruited by the CIA. Ding met John Clark (his soon-to-be mentor and father-in-law) during his time working in South America for the CIA. Together, they later established the Rainbow task force on a NATO mandate. Ding leads one of Rainbow's teams.

Dieter Weber

Field Operative, Sniper

ID: RCT0017-B7682

Date of birth: 7/9/71

Nationality: German

Born in Munich, Germany. Weber is a graduate of the German Army's Bergführer ("Mountain Leader") school, one of the physically toughest schools in the world. He later joined Grenzschutzgruppe 9 ("Border Control Group 9"), Germany's elite counter-terrorism unit. After distinguishing himself in service to GSG-9, Weber was recruited by Rainbow. Weber is a competitive, disciplined soldier and most of his social interactions with the rest of the team are through direct competition.

Task Force Rainbow

The full team consists of 10 operatives from all over the world, including Ding and Weber, as well as task force leader John Clark, code-named Rainbow Six, and Alistair Stanley, his executive officer. In addition to this, a support element helps ensure mission success. This support element includes helicopter pilot Col. Daniel "Bear" Malloy and Rainbow Director of Intelligence Bill Tawney. While the actual task force contains more operatives and personnel, you will only need to be concerned with your boss and the members your team.



Your Team



From left to right: Loisel, Yacoby, Price, Raymond, Lofquist, Ding, McAllen, Suo-Won, Weber, and Murad.

Task	Name	Gender	Country
Lead	Domingo "Ding" Chavez	Male	USA
Second	Eddie Price	Male	United Kingdom
Sniper	Dieter Weber	Male	Germany
Demolitions	Roger McAllen	Male	Canada
Electronics	Annika Lofquist	Female	Sweden
Recon	Pak Suo-Won	Male	South Korea
Assault	Louis Loisel	Male	France
Assault	Jamal Murad	Male	Egypt
Assault	Ayana Yacoby	Female	Israel
Assault	Renee Raymond	Female	USA

How Do I Give Orders to My Team?

Default Orders

To order your team to interact with the environment, simply look at the object/area where you want them to do something. When a Team Action icon appears in the bottom center of the screen, press the **A** button to order your team to perform the default action (see the Situations and Default Actions section).



Quick Order Interface

You can also press and hold the **A** button to display the Quick Order Interface (QOI), which contains a complete list of available actions. To issue an order from the QOI, press the corresponding direction on the D-pad.



Zulu Codes

When ordering the team to perform certain actions - like Door Breaching for example - the team will take up positions and wait for you to give them a "Go" order, or Zulu code. To give a Zulu code, press the **Y** button as indicated when the team is in position. The Zulu code appears automatically when the team is ready.

Voice Communicator

If you have an Xbox Communicator headset connected to your Xbox Controller, you can order your team using voice commands. To issue an order, simply say the text that appears in the QOI at any time. To make things really simple, you can always execute the default order for any action situation by saying, "Go, go, go."

Hold, Regroup, and Zulu

Whenever your team is not following you, you can order them to regroup by saying, "Regroup." At any time, you can tell your team to hold by saying, "Hold," and they will seek cover near their current location. You can also issue either of these orders by pressing the Team Hold/Regroup button (the **Y** button). If your team is waiting for you to issue the Zulu Go-Code, you can issue the order by saying "Zulu" or "Zulu Go," using your communicator.

Action Situations and Default Actions

Location: **Ground**
 Default Order: **Move to**
 Voice: **"Move"**



Object: **Closed door**
 Default Order: **Open and clear**
 Voice: **"Open and clear"**

Object: **Opened door**
 Default Order: **Close**
 Voice: **"Close"**

Object: **Locked door**
 Default Order: **Open and clear**
 Voice: **"Open and clear"**

Object: **Ladder**
 Default Order: **Climb ladder**
 Voice: **"Climb"**

Object: **Explosive device**
 Default Order: **Defuse bomb**
 Voice: **"Disarm"**

Object: **Corridor**
 Default Order: **Throw a Frag grenade**
 Voice: **"Frag"**

Object: **Corridor**
 Default Order: **Lay down suppressing fire**
 Voice: **"Suppress"**

Special Action Situations and Requirements

Action: **Door breaching with charge**
 Result: **Door is breached using an explosive charge**
 Requirement: **Teammate equipped with breaching charge**

Action: **Door breaching with ram**
 Result: **Door is breached with ram/hammer by brute force**
 Requirement: **Teammate equipped with breaching hammer**

Action: **Door breaching with shotgun**
 Result: **Door is breached with shotgun, by shooting of hinges**
 Requirement: **Teammate equipped with shotgun**



MULTIPLAYER

System Link vs. Xbox Live Play

System Link allows you to play between two or more Xbox consoles linked via Xbox System Link Cables. This method of play is ideal if you have a number of Xbox consoles together under the same roof. If you have an Xbox Live account, you can play Lockdown over the Internet, where you can always find plenty of teammates and opponents. Xbox Live also allows you to download new game content, such as game maps, and keep track of friends and players from the last game you played. If you don't have an Xbox Live account, you can open one by purchasing an Xbox Live Starter Kit.

Split-Screen Mode

This mode allows you to play with other players on the same screen using different controllers. As in single-player mode, missions and practice mode are available.

Game Types

Lockdown supports seven different multiplayer game types. Cooperative modes support up to four players, while adversarial modes support up to 16 players. Matches with poor Internet connections may not be able to support the maximum number of players.

Cooperative

- PRACTICE MISSION: Play single-player missions with friends.
- TERRORIST HUNT: Hunt down terrorists without having to worry about hostages and other objectives.

Adversarial

- TEAM SURVIVAL: Divide into two teams; the last team standing wins. When you die, you do not respawn.
- TOTAL CONQUEST: The goal of each team is to control all the satellite transmitters simultaneously for a certain amount of time.
- RETRIEVAL: Race to the biohazard canister and take it back to your depot station to score a point for your team. The team that collects the most canisters within the game's time limit wins.
- TEAM SHARPSHOOTER: Divide into two teams; the player with the most kills wins. When you die, you respawn and immediately re-enter the action.

Voice Communication

You can use an Xbox Communicator headset to talk to other players. Only teammates can hear you.

Xbox Live

You can sign in to Xbox Live at any time by going to one of the Game menus and hitting the **X** button. This screen allows you to access all the Xbox Live features of Lockdown.

- QUICK MATCH: Go to the Quick Match screen to find a match that best fits your Quick Match preferences (select Xbox Live in the Options menu to set your preferences).
- OPTIMATCH: Go to the OptiMatch screen, where you can set search parameters for Xbox Live matches. Players that belong to a squad can access the Squad Skirmish here.
- CREATE MATCH: Host a game with the settings you want.
- P.E.C MODE: Lets you play the innovative Persistent Elite Creation Mode.
- COMMUNITY: Go to the Community screen, where you can access your statistics, inbox, Friends List, players list, and squad management.
- TRAINING: Opens the training screen, where you can learn about the various online game modes and match types.
- OPTIONS: Open the Options screen to change your Lockdown settings.
- DOWNLOAD: Download new game content using an Xbox utility program. If new downloadable content is available, this button is animated.

Quick Match

This screen shows the match that best suits your Quick Match preferences.

OptiMatch

This screen allows you to set a number of match search parameters:

- GAME TYPE: Set the game type you wish to play.
- SERVER TYPE: Select dedicated or non-dedicated matches only.
- MIN. PLAYERS: Set the minimum match size.
- MAX. PLAYERS: Set the maximum match size.
- INCLUDE OVERSIZED: Choose whether you want to see matches whose maximum number of players is larger than recommended for their connection speed. If you select Yes, you may experience excessive lag in these matches.
- LANGUAGE: Set your preferred spoken and written language.
- ALLOW VOICE: Allow voice communication during the match. If you're dead, you can only talk to dead players. Once you've set the match parameters, hit Accept to search for appropriate matches.

Persistent Elite Creation Mode

Persistent Data: The Next Step in Xbox Live!

Xbox Live subscribers can use Persistent Elite Creation Mode (P.E.C Mode) to experience the game in a whole new way. Character data stored on the Xbox Live database lets you save your achievements from one game to another, all while building and customizing your character.



P.E.C Mode lets you play all your favorite adversarial game types with new tactics and abilities. Choose one of four specializations and develop a custom identity that other players can see and recognize online.

Accessing the P.E.C Mode Tutorial

It's a good idea to play the tutorial before creating a P.E.C Mode identity, as the tutorial will give you the opportunity to try each of the four specializations and some of their related abilities.

1. Select Training from the Xbox *Live* menu.
2. Select P.E.C Mode Training from the Training menu.

Creating Your Visual Identity

1. Select P.E.C Mode from the Xbox *Live* menu.
2. Choose among Commando, Spec-Op, Engineer, and Medic.
3. Select the face and gender that you would like for your online identity.
4. Select a camouflage pattern and color for your uniform.
5. Your P.E.C Mode identity is created and other players will see your identity's visual attributes during multiplayer games.

Commando

These brute-force soldiers carry the heavy weaponry and can take a beating. Commandos wear heavy armor, carry heavy weaponry, and can use ballistic shields in combat.

Spec-Op

Spec-Ops rely on detection, both in terms of moving around unnoticed and being more aware of their surroundings. Spec-Ops are the only specialists who can use a lethal, close-quarter knife attack to neutralize a hostile.

Engineer

These guys are the best electronics and computer specialists that Rainbow has to offer. They excel at placing traps and bypassing security to help their team.

Medic

Combat Medics greatly assist their team and hinder their foes using a wide variety of offensive and supportive abilities. Field Medics are feared because of their lethal nerve gas.

Locker Room

- **QUARTERMASTER:** Access your equipment storage, where you can buy, sell, and repair items that you can bring with you into missions.
- **SKILLS:** Upgrade your skills or simply go here to see more information on an existing skill.
- **APPEARANCE:** Change your character's visual appearance by selecting from different visual options that you possess.

- **MEDALS:** Your personal medal box, which displays the medals you've acquired through combat.
- **TRAINING:** Teaches you the basics of multiplayer games in Rainbow Six Lockdown.
- **IDENTITY MANAGER:** This is where you can recuperate spent training points, or even reset your character.
- **SERVICE RECORD:** Up-to-date information on your character's progress and achievements.

Upgrading Your Skills

As you play the game, you will receive experience points that lead to new levels. Each new level gives you something new to use. Training points can be invested in skills to further specialize your character. Most skills have more than one training type that can be upgraded. This specifies exactly how you want to develop a particular skill. Choose wisely, because you will not be able to maximize all your skills.

Online Economy

The online economy allows you to purchase and maintain your gear using credits you've acquired while playing the game. The more often you get incapacitated during multiplayer games, the more damage your gear will acquire. As your gear gets damaged, it becomes less effective, so be sure to repair it in the Quartermaster's Shop.

New skills are almost always associated with the ability to use new gear. Check the Quartermaster's Shop to see if there's any new gear you can bring into battle.

Rewards

You can earn medals and other rewards based on the way you play. Medals are always accompanied by experience points and credits. Anyone playing P.E.C Mode games is capable of collecting them!

Playing as a Team

No matter what specialization you've chosen to play, you will have something to help your team win. The most important tactical aspect is to communicate with your team and coordinate your offensive and defensive plan.

Lobby

Once you reach this screen, you are officially in a match. If a round is already in progress, you wait at the Lobby screen until the beginning of the next round, unless it's a Sharpshooter match. This screen displays the following information about players in the match:

- CONNECTION SPEED.
- KILLS.
- HEALTH.
- SPEAKING TO EVERYONE IN THE MATCH.
- SPEAKING TO TEAM ONLY.
- HOST.
- YOURSELF.



At the bottom of the screen is the time remaining until a round either ends or begins. If the match is between rounds, you can tell the host you're ready to play by pressing the **X** button. Also, if the teams are not locked, you can press the **Y** button to switch teams.

Match Options

This screen displays the match options that can be changed without restarting the match. Only the host can edit these options.

- **TIME BETWEEN ROUNDS:** Set the number of seconds between rounds.
- **BRIEFING TIME:** Set the time spent in the preparation room.
- **TIME PER ROUND (ADVERSARIAL ONLY):** Set the time per round.
- **ROUNDS PER MAP (DEDICATED ONLY):** Set the number of rounds before the level automatically changes.
- **FRIENDLY FIRE:** Allow friendly fire.
- **PUNISH TEAM KILLER:** Force players who kill their teammates to sit out next round.
- **LOCK TEAMS (TEAM GAMES ONLY):** Lock teams so only the host can move players to different teams.
- **DIFFICULTY (CO-OP ONLY):** Set the map difficulty level.
- **ALLOW THERMAL VISION:** Allow players to use thermal vision.
- **RANDOM BALANCE TEAMS:** Randomly balance teams after every round.

Equipment

This screen allows you to change your gear for the next mission and functions exactly like the Gear screen in the Mission Planning Computer.

Community

- **INBOX:** Access your personal mailbox, where you can send and receive text-based and voice-based messages.
- **FRIENDS:** The Friends List contains a list of your current and potential friends.
 - **SEND MESSAGE:** Sends a text or voice message to that friend.
 - **STATISTICS:** See your friend's Xbox Live statistics.
 - **REMOVE FROM FRIENDS LIST:** Removes the selected player from your list of friends.
 - **INVITE TO JOIN:** Invite this friend to join your match.
- **PLAYERS:** The Player List contains a list of the last 26 players you played with.
 - **TURN OFF/ON VOICE:** Toggle the voice option on or off.
 - **SEND FEEDBACK:** Send feedback about a player.
 - **ADD TO FRIENDS LIST:** Send a friend request to this player.
 - **KICK (SERVER ONLY):** Kick a player out of the match.
 - **STATISTICS:** See this player's Xbox Live statistics.
- **MY SQUAD:** This option lets you view your Squad menu.
 - **EDIT:** Modify your squad options and features.
 - **VIEW MEMBERS:** View all your members with their rank and global status.
 - **STATISTICS:** View your squad members' stats and profiles.
 - **RECRUIT:** Recruit a new member.
 - **LEAVE:** Quit your current guild.
- **RECRUITERS:** View all squads currently recruiting.

Permissions

The squad director and commanders can give permissions to the squad members.

Permission Levels

Operative

- Operatives can participate in squad skirmishes.

Officer

- Officers have all the permissions granted to operatives.
- Officers are allowed to recruit new members.

Commander

- Commanders have all the permissions granted to officers.
- They can change members' permissions.
- They can remove members from a squad (except for the director).

Director

- There can be only one director.
- The director has all the permissions granted to the commander.
- He is allowed to edit the squad's details.
- He can delete the squad (if he is the only squad member left).
- He is the only one who can create the logo using the logo generator.
- He is the only one who can grant commander status to other players.
- He can also grant director status to another player. If the director leaves, the authority automatically transfers to the oldest member of the highest level.



TECHNICAL SUPPORT

NEW: To serve you better, UBISOFT is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to www.ubi.com/uk/ and visit the UBISOFT Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us an email, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, our support representatives can assist you from 9:00 am until 7:00pm, Monday – Friday (excluding Bank Holidays) on Telephone: 0905-482-0109 calls cost 30p per minute. Please be at your system when calling UBISOFT for support.

Australian technical support

Technical Support Info Hotline

1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

HINTS & TIPS:

Looking for cheats to go up to the next level? Call us for Hints and Tips Telephone Number: 0906 643 0200, available hours 9.00 am until 7.00 pm Monday – Friday (excluding Bank Holidays) to speak to one of our representatives. Calls cost £1.50 per minute, please ask permission from the person who pays the phone bill.

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Address for returns:

Customer Support, Ubisoft, Chantrey Court, Minorca Road, Weybridge, Surrey, KT13 3DU

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